
By: **Delegates Simmons, Barve, and King**
Introduced and read first time: January 23, 2003
Assigned to: Ways and Means

A BILL ENTITLED

1 AN ACT concerning

2 **Election Law - Campaign Contributions by Persons Authorized by the State**
3 **to Engage in Gaming Activity - Prohibition**

4 FOR the purpose of prohibiting certain persons engaged in, or who are affiliated with
5 certain persons engaged in, gaming activity from making contributions to
6 certain persons; defining certain terms; making this Act inapplicable to certain
7 persons; and generally relating to a prohibition on campaign contributions to
8 certain persons by persons engaged in State-sanctioned gaming activity in this
9 State.

10 BY adding to
11 Article - Election Law
12 Section 13-237
13 Annotated Code of Maryland
14 (2003 Volume)

15 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
16 MARYLAND, That the Laws of Maryland read as follows:

17 **Article - Election Law**

18 13-237.

19 (A) (1) IN THIS SECTION THE FOLLOWING WORDS HAVE THE MEANINGS
20 INDICATED.

21 (2) "GAMING ACTIVITY" MEANS A VIDEO LOTTERY TERMINAL OR A
22 CASINO AUTHORIZED BY THIS STATE.

23 (3) "KEY EMPLOYEE" MEANS AN INDIVIDUAL WHO, ACTING AS AN
24 AGENT OR EMPLOYEE OF A PERSON OR LICENSEE, SUPERVISES MORE THAN TWO
25 AGENTS OR EMPLOYEES OF THE PERSON OR LICENSEE AUTHORIZED TO ENGAGE IN
26 GAMING ACTIVITY IN THIS STATE.

27 (4) "VIDEO LOTTERY TERMINAL" MEANS ANY ELECTRONIC
28 CONTRIVANCE, MACHINE, OR OTHER DEVICE THAT, ON INSERTION OF A COIN,

1 TOKEN, OR SIMILAR OBJECT OR ON PAYMENT OF ANY CONSIDERATION, IS
2 AVAILABLE TO PLAY OR OPERATE, THE PLAY OR OPERATION OF WHICH, ONLY BY
3 APPLICATION OF THE ELEMENT OF CHANCE, MAY DELIVER OR ENTITLE THE PLAYER
4 WHO OPERATES THE DEVICE TO RECEIVE CASH, PREMIUMS, MERCHANDISE,
5 TOKENS, OR ANYTHING OF VALUE, WHETHER THE PAYOUT IS MADE
6 AUTOMATICALLY FROM THE DEVICE OR IN ANY OTHER MANNER.

7 (B) THIS SECTION APPLIES TO THE FOLLOWING PERSONS:

8 (1) AN APPLICANT FOR A LICENSE TO ENGAGE IN GAMING ACTIVITY IN
9 THIS STATE;

10 (2) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN THIS
11 STATE;

12 (3) A HOLDING COMPANY, INTERMEDIARY COMPANY, OR A SUBSIDIARY
13 COMPANY OF:

14 (I) AN APPLICANT FOR OR A LICENSE TO ENGAGE IN GAMING
15 ACTIVITY IN THIS STATE; OR

16 (II) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN
17 THIS STATE;

18 (4) A KEY EMPLOYEE OF, OR A PERSON OR AGENT ON BEHALF OF:

19 (I) AN APPLICANT FOR A LICENSE TO ENGAGE IN GAMING
20 ACTIVITY IN THIS STATE; OR

21 (II) A PERSON AUTHORIZED TO ENGAGE IN GAMING ACTIVITY IN
22 THIS STATE; OR

23 (5) A PERSON ENTITLED BY CONTRACT TO RECEIVE ANY PROCEEDS
24 FROM THE GAMING OPERATIONS OF AN APPLICANT OR A PERSON AUTHORIZED TO
25 ENGAGE IN GAMING ACTIVITY IN THIS STATE.

26 (C) THIS SECTION DOES NOT APPLY TO GAMING ACTIVITY THAT AN ELIGIBLE
27 ORGANIZATION IS AUTHORIZED TO CONDUCT UNDER THE CRIMINAL LAW ARTICLE
28 OF THE CODE.

29 (D) A PERSON SUBJECT TO THIS SECTION MAY NOT, DIRECTLY OR
30 INDIRECTLY, MAKE A CONTRIBUTION TO:

31 (1) THE CAMPAIGN FINANCE ENTITY OF A CANDIDATE FOR
32 NOMINATION OR ELECTION TO ANY PUBLIC OFFICE IN THIS STATE;

33 (2) THE CAMPAIGN FINANCE ENTITY OF A POLITICAL PARTY; OR

34 (3) ANY OTHER CAMPAIGN FINANCE ENTITY ORGANIZED IN SUPPORT
35 OF:

1 (I) A CANDIDATE FOR NOMINATION OR ELECTION TO ANY PUBLIC
2 OFFICE IN THIS STATE; OR

3 (II) A POLITICAL PARTY.

4 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
5 October 1, 2003.